

IN THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method of communication in a gaming network having a central server linked to a plurality of gaming terminals, the method comprising:

receiving a primary event message in a routing queue of the central server from one of the plurality of gaming terminals;

~~processing the primary event message to identify~~ identifying a first application queue associated with a first application configured to process the primary event message using an association data structure, the association data structure implemented using a relational database and storing an association of the primary event message to at least the first application queue; and

transmitting the received primary event message to the identified first application queue.

2. (Previously Presented) The method of claim 1, further including:

retrieving the primary event message from the first application queue with the first application; and

processing the primary event message with the first application.

3. (Currently Amended) The method of claim 2, further including:

generating a secondary event message from the processing of the primary event message; transmitting the secondary event message to the routing queue of the central sever;

~~processing the secondary event message to identify~~ identifying a second application queue associated with a second application configured to process the secondary event message using the association data structure, the association data structure storing an association of the secondary event message to the second application queue; and

transmitting the secondary event message to the identified second application queue.

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4. (Currently Amended) The method of claim 2, ~~wherein the gaming network further includes~~ further including executing the first application on a secondary server in communication with the central server.
5. (Currently Amended) The method of claim 4, further including:
generating a secondary event message from the processing of the primary event message;
transmitting the secondary event message to the routing queue of the central server;
~~processing the secondary event message to identify~~ identifying a second application queue associated with a second application configured to process the secondary event message using the association data structure, the association data structure storing an association of the secondary event message to the ~~secondary~~ second application queue; and
transmitting the secondary event message to the second application queue.
6. (Original) The method of claim 1, wherein the gaming terminal generates the primary event message.
7. (Currently Amended) The method of claim 6, further comprising ~~processing the secondary event message to identify~~ identifying, using the second event message, the gaming terminal that generated the primary event message.
8. (Currently Amended) A gaming network comprising:
a gaming terminal for generating an event message; and
a central server in communication with the gaming terminal, the central server including[[,]]:
a routing queue operable to receive a plurality of event messages including the event message for one or more applications,
a plurality of application queues, each application queue operable to receive one or more event messages of the plurality of event messages, each application queue associated with an application of the one or more applications to process the received one or more event messages in [[the]] each respective application queue,

an association data structure, implemented using a relational database and
operable to establish an association between the plurality of event messages and at least
one application queue of the plurality of application queues,

wherein the central server is operable to receive the plurality of event messages in
the routing queue, identify via the association data structure at least one application queue
of the plurality of application queues corresponding to the received plurality of event
messages and transmit the received plurality of event messages to the at least one
application queue identified via the association data structure.

9. (Currently Amended) A method of communication in a gaming network having a central
server linked to a plurality of gaming terminals, the method comprising:

receiving a primary event message in the central server from one of the plurality of
gaming terminals, the central server including an association data structure ~~that facilitates~~
~~identification of~~ implemented using a relational database that associates the primary event
message with at least one application configured to process the primary event message;

~~processing the primary event message with the association data structure to identify the~~
~~identifying~~ at least one application to process the primary event message using the association
data structure; and

transmitting the received primary event message to the identified at least one application
for processing.

10. (New) A method of communication in a gaming network having a central server linked to
a plurality of gaming terminals, the method comprising:

receiving a primary event message in a routing queue of the central server from one of
the plurality of gaming terminals;

identifying a first application queue associated with a first application configured to
process the primary event message using an association data structure, the association data
structure implemented using a relational database and storing an association of the primary event
message to the first application queue;

identifying a second application queue associated with a second application configured to process the primary event message using the association data structure, the association data structure storing the association of the primary event message to the second application queue; and

transmitting the received primary event message to the identified first and second application queues.

11. (New) The method of claim 10, wherein the transmitting the received primary event message to the identified first and second application queues includes using message queuing, the message queuing including a store-and-forward mechanism.

12. (New) The method of claim 11, wherein the message queuing prioritizes messages received in the first and second application queues, the prioritization configured to guarantee adequate response time for a critical application at the expense of a less important application.

13. (New) The method of claim 12, wherein the primary event message is formatted using a standardized interface language.

14. (New) The method of claim 13, wherein the standardized interface language includes an extensible markup language (XML).